

# Anime Speedtune

## Basic Rules (2026v2)

- **All events hold a qualifier at the beginning of the event, except for Otakuthon, which has a separate Friday qualifier. Check your convention schedule.**
- Players take turns choosing a topic. All players signal with buzzers.
- 5 tunes per topic, 15 seconds per tune, 1 attempt per tune.
- After signaling, guess the show title, which may be in English or Japanese.
- A correct guess is scored based on the difficulty (**+2 to +9 points**), plus any bonuses.
- There is no penalty for an incorrect guess.
- The game ends after everyone has chosen a topic. A full 6-player game typically takes 20-25 minutes to complete.
  
- **CHOOSEER BONUS: +2 points** for each tune the chooser scores.
  
- **MEDLEY:** Topics with a 2-digit number in a circle are medleys.
  - A medley contains 5 video clips that are played consecutively.
  - **Buzzers aren't used. Instead, players write down all guesses on a tablet.**
  - Repeated guesses are invalid. Japanese script is invalid. Timer appears at :10.
  - The 1<sup>st</sup> medley digit indicates the minimum scored clips for the chooser.
  - The 2<sup>nd</sup> medley digit indicates the minimum scored clips for the non-choosers.
  - Failing a medley results in a **halved medley score, rounded down.**
  
- **BERSERK MODE:** Any player may activate this by pressing the buzzer while the board is shown, but only once per game. Berserked players get **double points**, but there is additional risk depending on the topic type:
  - **REGULAR TOPICS:** Berserked players may signal only within the first 3 seconds. An incorrect guess **locks the player** for the remainder of the topic.
  - **MEDLEYS:** Any incorrect guess, or failing the medley, results in a harsher penalty of a **no medley score**. Blanks don't count as incorrect guesses.
  - Special bonuses, as well as the chooser bonus, are not doubled.